MARVEL
VS.
CAPCOM
3
Fate of Two Worlds
TEEN
T
CONTENT RATED BY
ESRB
CAPCOM

⚠WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion.

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PlayStation®3 system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

NOTICE:
Use caution when using the DUALSHOCK®3 wireless controller motion sensor function. When using the DUALSHOCK®3 wireless controller motion sensor function, be cautious of the following points. If the controller hits a person or object, this may cause accidental injury or damage. Before using, check that there is plenty of space around you. When using the controller, grip it firmly to make sure it cannot slip out of your hand. If using a controller that is connected to the PS3™ system with a USB cable, make sure there is enough space for the cable so that the cable will not hit a person or object. Also, take care to avoid pulling the cable out of the PS3™ system while using the controller.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:
Do not connect your PS3™ system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PS3™ FORMAT DISC:
• Do not bend it, crush it or submerge it in liquids. • Do not leave it in direct sunlight or near a radiator or other source of heat. • Be sure to take an occasional rest break during extended play. • Keep this disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

NOTICES:
Video output in HD requires cables and an HD- compatible display, both sold separately.
Voice chat requires a headset, sold separately. Compatible with most Bluetooth and USB wired headsets. Some limitations apply.

GETTING STARTED

PlayStation®3 system

Starting a game: Before use, carefully read the instructions supplied with the PS3™ computer entertainment system. The documentation contains information on setting up and using your system as well as important safety information.

Check that the MAIN POWER switch (located on the system rear) is turned on. Insert the MARVEL VS. CAPCOM 3 disc with the label facing up into the disc slot. Select the icon for the software title under [Game] in the PS3™ system's home menu, and then press the ⊗ button. Refer to this manual for information on using the software.

Quitting a game: During gameplay, press and hold down the PS button on the wireless controller for at least 2 seconds. Then select "Quit Game" from the screen that is displayed.

Hint To remove a disc, touch the eject button after quitting the game.

Trophies: Earn, compare and share trophies that you earn by making specific in-game accomplishments. Trophies access requires a PlayStation®Network account.

Saved data for PS3™ format software

Saved data for PS3™ format software is saved on the system's hard disk.
The data is displayed under "Saved Game Utility" in the Game menu.

MARVEL VS. CAPCOM 3
Fate of Two Worlds

Introduction

Victor Von Doom has assembled the greatest villains his world has to offer. But there are other worlds than theirs…

Together with the diabolical Albert Wesker, a villain from another such world, this unholy alliance will join their respective universes in an effort to conquer both.

But doing so has come with a terrible price. A great and powerful threat has been awakened… a threat that will set into motion a battle the likes of which neither world has ever known.

A battle that will decide the fate of two worlds!

CONTENTS

Getting Started P.3
Combat Screen P.4
Combat Rules P.5
Character Select Screen P.6
Controls P.8
Game Modes P.10
Moves P.22
Fighters P.32

GETTING STARTED

STARTING THE GAME

Press any button at the Title Screen to display the Main Menu.

MAIN MENU

You can select five different menus at the Main Menu.

OFFLINE MODE	Play the game offline. Fight against CPU opponents or use two controllers to fight against other players. P.10
ONLINE MODE	Fight other players online via PlayStation®Network. *Broadband connection required. P.14
GALLERY	View various images and movies used in the game. P.18
OPTIONS	Change various game settings. P.19
LICENSE CARD	View various records and information. You can also edit settings and preset frequently used teams. Press the R1 button to display the License Card screen. P.20

AUTOSAVE FEATURE

- ***MARVEL® VS. CAPCOM® 3: Fate of Two Worlds*** uses an autosave feature.
- Your game will automatically be saved at the end of matches, when you change settings, etc.
- Do not switch off the power when the HDD access indicator is flashing.
- 135KB of free space is required on the PlayStation®3 Hard Disk Drive (HDD) to save data.

COMBAT SCREEN

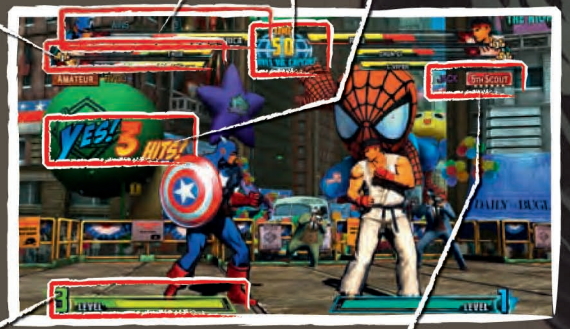
COMBAT SCREEN

Vitality Gauge — When your vitality is reduced to zero, the character is knocked out and replaced with a partner. If all your characters have no vitality, the team loses.

Partner's Vitality Gauge — Some of the damage you receive will be displayed in red. Red areas will gradually recover while the character is waiting off-screen.

Timer — Remaining round time. If the winner remains undecided when the timer reaches zero, it will be decided via judgment.

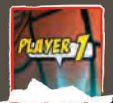
Message — Information such as the number of hits in a combo.



Hyper Combo Gauge — Gradually increases when you attack or receive/block an attack. You can accumulate up to five gauge bars. Use this gauge to execute various attacks.

Information — Name and rank of the opposing player during online matches.

Location — Icon representing your location and the direction you are facing when your character is out of the screenshot.



Partner's Location — Location of a partner who has suddenly burst into a match.

MATCHES

Matches are fought as 3-on-3 tag team battles. Matches continue until all members on a team run out of vitality.
You can switch to different partners at any time during a match.
The red area of the Vitality Gauge will gradually recover for fighters who are waiting off-screen.

VICTORY CONDITIONS

Inflict damage to the opponent. When the vitality of all three opposing characters is reduced to zero, the team will be knocked out and you will win the match. If you run out of time, the team with more remaining vitality wins.

DRAWS

Draws occur when both teams have the same amount of vitality left when time is up.

Draws also occur when partners on both teams have zero vitality and the active fighters run out of vitality at the same time.

CHARACTER SELECT SCREEN

At the Character Select screen, select three characters and an assist type, and determine the combat rules.

TEAM COMPOSITION

In ***MARVEL® VS. CAPCOM® 3: Fate of Two Worlds***, teams are composed of three characters.

*You can only select each character once.

SELECTING ASSIST TYPE

Assist types determine the type of assist attack used by your off-screen partner. You can select from the following three types for each character.

TYPE α **TYPE β** **TYPE γ**

Crossover Assists (p.28) and Crossover Combination (p.29) differ according to each type.

SELECTING FIGHTERS

The following is a description of how to select characters and begin the match.

1 Select your first character. One of four colors will be applied to that character depending on the button you press when selecting.

- ⊗ button ..... Color 1 (Default color)
- ▣ button ..... Color 2
- △ button ..... Color 3
- R1 button..... Color 4

2 Select the assist type for your character.

Your team is complete once you have selected all three characters and their assist types.

3 Select combat rules. The contents of the menu will vary according to the game mode.

START MATCH!

RANDOM SELECTION

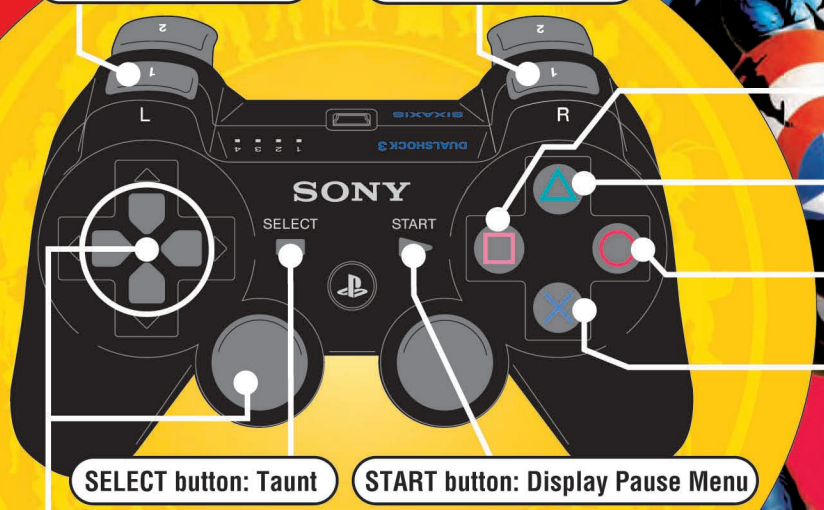
Select "?" to choose a character at random. Select "???" to choose all three characters at random.

RESERVE UNIT

Preset frequently used teams to skip individual character selection.
Press the L1 button to display the Reserve Unit Selection menu. ▶ P.21

CONTROLS

USING THE DUALSHOCK®3 WIRELESS CONTROLLER (FOR PLAYSTATION®3)



- Move forward
- Move backward (Standing guard)
- Crouch
- Vertical jump
- Crouching guard
- Forward jump
- Backward jump
- Forward dash
- Backward dash
- Super jump

* Controls for the directional buttons and left stick are for characters facing right.
* Reverse left/right controls for characters facing left.

In ***MARVEL® VS. CAPCOM® 3: Fate of Two Worlds***, you can select between Normal and Simple control types.
Simple Play is a mode for beginners that enables you to execute flashy Special Moves and combos with the push of a button. However, some features are not available in this mode.

BUTTONS (NORMAL PLAY) (SIMPLE PLAY)

□ button	Light attack	Basic attack (Chain combo) P.24
△ button	Medium attack	Special move P.25
○ button	Heavy attack	Hyper combo P.25
✕ button	Special attack	Special attack P.24, P30

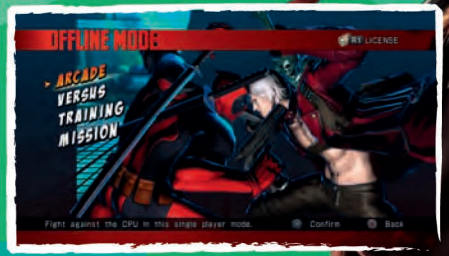
OTHER CONTROLS

Directional buttons/ left stick	Select modes, mode menus and items.
✕ button	Confirm
○ button	Cancel

* The above are default button configurations. You can edit configurations in Options (p.19).
* You can select between Normal and Simple control types in Options (p.19) or the Character Select screen.

GAME MODES - OFFLINE -

Enjoy playing the game offline.



OFFLINE MODE

There are four offline modes.

ARCADE	Fight against CPU opponents. P.11
VERSUS	Fight against other players. Two controllers are required for this mode. P.11
TRAINING	Practice controls and moves. Press the START button during a match to display the Pause Menu and adjust your training opponent's controller settings. P.12
MISSION	Take on ten missions specific to each character. There are five levels of difficulty in all. Each mission is more difficult than the last. P.13

FIGHT REQUESTS

You can receive requests for online matches by enabling Fight Request in Arcade and Training modes.
If you receive a request, a message will be displayed on screen and you will begin your online match.
You can disable Fight Request at the Pause Menu in the Arcade Mode.

ARCADE

Fight in a tournament against CPU opponents. Your last opponent is the final boss. Clear this mode by defeating the final boss.

In Arcade mode, you can edit the following settings before your match.

DIFFICULTY	Adjust CPU strength. Select from among five difficulty levels ranging from VERY EASY to VERY HARD.
TIME	Select time limit (30, 60, 99 or ∞).
DAMAGE	Adjust amount of damage you are able to inflict on the opponent. Select from five levels ranging from LOWEST to HIGHEST.
FIGHT REQUEST	Activate online Fight Requests. Select either Ranked Match or Player Match. P.15

VERSUS

Fight against other players. Before each match, you can select handicaps and stages. After each match, you can choose to have a rematch, change characters, or return to the Main Menu.

HANDICAPS

You can set the vitality of the characters to five different levels.
The more ★s, the greater the vitality.

GAME MODES - OFFLINE -

TRAINING

Select a character and polish up your skills before a real battle.
Press the START button during a match to display the Pause Menu, where you can adjust your opponent's settings.

You can edit the following settings in Training mode.
Press the L1 / R1 buttons to switch pages.

PAUSE MENU	Adjust controller settings, check commands for Special Moves, or exit Training.
DUMMY OPTIONS	Adjust your training opponent's settings.
DUMMY SETTINGS	Adjust your training opponent's game settings.
PLAYER SETTINGS	Adjust your game settings.
TRAINING OPTIONS	Adjust your training settings.

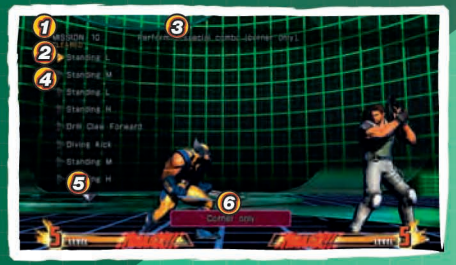
MISSION

Take on ten missions specific to each character. Missions cover everything from basic moves to combos. There are five levels of difficulty in all.

Move the cursor and select a mission.

The more ★s, the harder the mission.

Press the L1 / R1 buttons to switch character lists.



① **Mission Number**	Number of mission.
② **Clear Status**	Displayed for cleared missions.
③ **Mission Details**	Details of mission.
④ **Assignment**	Controls assigned for mission.
⑤ **Scroll Icon**	Displayed when mission assignment can be scrolled down.
⑥ **Special Condition**	Special condition for clearing mission.

GAME MODES - ONLINE -

Fight other players online via PlayStation®Network.

*Broadband connection required.

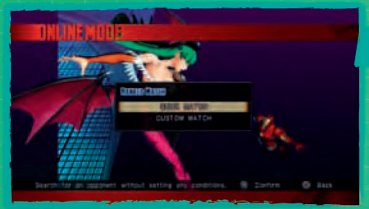
ONLINE MODE

There are five online modes.

RANKED MATCH	Fight other players in matches that affect your rank.	P.15
PLAYER MATCH	Fight other players in matches that do not affect your rank.	P.15
SEARCH LOBBY	Search for a lobby where players gather online.	P.16
CREATE LOBBY	Create and host a lobby.	P.16
LEADERBOARDS	View Leaderboards for all players online.	P.17

PRECAUTIONS FOR ONLINE

- You cannot pause during online matches.
- Restrictions may be applied to your participation of online matches if you repeatedly, deliberately terminate connection to the network.



RANKED MATCH

Fight other players online. The outcome of your match will affect your rank and be counted towards your official record.
Records will be reflected on various Leaderboards (p.17).

There are two ways to search for opponents in Ranked Match.

QUICK MATCH	Search for an opponent without setting any conditions.
CUSTOM MATCH	Search for an opponent under specific conditions, such as region, language and rank.

RANK

Your rank is based on the result of online matches.
The outcome of each match raises or lowers your rank (p.21).

You can search for opponents, like in Custom Match.

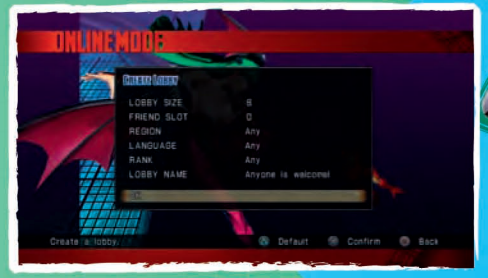
PLAYER MATCH

Fight other players online, like in Ranked Match. The outcome of the matches do not affect your rank and are not counted towards your official record.

GAME MODES - ONLINE -

CREATE LOBBY

Create and host a lobby where players gather online.



You can edit six settings when creating a lobby.

LOBBY SIZE	Set the maximum number of players for your lobby. (2, 4, 6 or 8 players.)
PRIVATE SLOT	Set the number of private slots for your lobby. (0 to 7 private slots are available.)
REGION	Set the region for your lobby. Selecting a region will restrict participants to players from the same region.
LANGUAGE	Set the language used by players in your lobby. (Select from 7 different languages.)
RANK	Set the skill level of the players in your lobby. Setting a rank will restrict participants to players who are of the same rank (p.21) as you.
LOBBY NAME	Set the name of your lobby.

SEARCH LOBBY

Search online for a lobby of your choice by selecting lobby size, region, language, rank and lobby name.

LEADERBOARDS

Check records of players across the globe by viewing Leaderboards for all players online. You can view four types of Leaderboards.

Rank Leaderboards

Leaderboards based on rank in Ranked Match.

Total Wins Leaderboards

Leaderboards based on win count in Ranked Match.

Win Streaks Leaderboards

Leaderboards based on win streaks in Ranked Match.

High Score Leaderboards

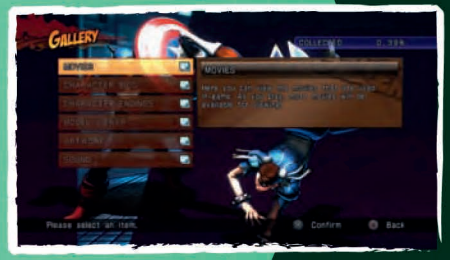
Leaderboards based on Arcade score in offline mode.

◆ You can view Rank Leaderboards and Total Wins Leaderboards by region. Press the L1 / R1 buttons to switch between regions.

GAME MODES - OTHER MODES -

GALLERY

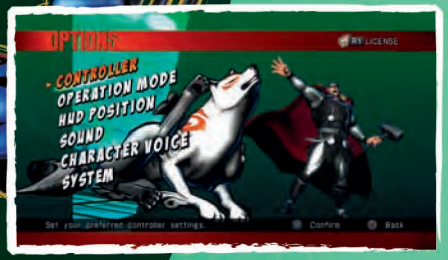
View various movies, 3D models and illustrations used in the game.



MOVIES	View movies that are used in-game. As you play, more movies will be available for viewing.
CHARACTER BIOS	Read up on characters that you have cleared Arcade mode with.
CHARACTER ENDINGS	View the endings of characters that you have cleared Arcade mode with.
MODEL VIEWER	View the 3D models of characters you have cleared Arcade mode with.
ARTWORK	View illustrations of characters you have cleared Arcade mode with. As you play, more art will be available for viewing.
SOUND	Listen to tracks used in the game, as well as the voices of each character.

OPTIONS

Configure controller settings, sound volume, language and other game settings.



CONTROLLER	Set your preferred controller settings.
OPERATION MODE	Switch between Normal and Simple Play.
HUD POSITION	Adjust the position of items in the game screen, such as the Vitality Gauge and Hyper Combo Gauge.
SOUND	Adjust various sound settings, such as the volume of background music, sound effects, voice and voice chat.
CHARACTER VOICE	Switch voices for the Capcom characters between English and Japanese.
SYSTEM	Turn off notifications of downloadable content while online.

GAME MODES - OTHER MODES -

LICENSE CARD

View various information such as win/loss record, battle data and Leaderboards.
You can also edit online player data and preset frequently used teams.

① **PLAYER DATA**	Edit information such as your title and icon.
② **RESERVE UNIT**	Displays your preset reserve unit.
③ **PLAY DATA**	Displays your battle record.
④ **HISTORY**	Displays your recent play history.
⑤ **PLAYER POINTS**	Displays the total amount of player points you have earned through playing each game mode. Player points indicate your overall skill.
⑥ **FIGHTING STYLE**	Displays a graph of your fighting style. The graph is made up of five components including attack and defense.
⑦ **PLAY STATE**	Displays the number of Achievements and titles that you will soon earn.

The License Card has five pages in all. Press the L1 / R1 buttons to switch between pages.

LICENSE CARD

View general player information.

CHARACTER DATA

View character data and usage rate.

RESERVE UNIT

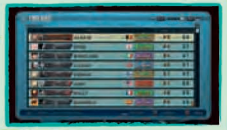
Edit your preset reserve unit. You can register up to three teams.

BATTLE DATA

View detailed information of your battles.

FRIENDS

View information on your friends.



RANK

Represents your skill level based on your win/loss record in the online Ranked Match. Rank is affected by rank points, which fluctuate depending on your record. For each rank, you will be given one of five rank names depending on your fighting style.

TITLE

Obtain titles by fulfilling specific battle conditions for certain characters. You can share your title with online opponents by displaying it in PLAYER DATA.

MOVES - QUICK REFERENCE -

MARVEL® VS. CAPCOM® 3: Fate of Two Worlds features many powerful moves that can be executed by each character.

The following are explanations of moves by type. See p.24-31 for details on each type of move.

Special Moves

Attack that uses powerful moves unique to each character.

Combos

Basic form of attack that focuses on a series of moves.

Defensive Moves

Defense against attack that allows for counterattacks.

Partner Moves

Collaborative attack with a partner.

MOVES - BASIC ATTACKS -

The following are explanations about moves used during matches. Controls are for characters facing right. Reverse left/right controls for characters facing left.

BASIC MOVE

Atk L or Atk M or Atk H

Press the button to execute a basic move. During battle, characters will be standing, crouching or airborne. The executed move varies depending on the character's position and the button that you press.

STANDING ATTACK

CROUCHING ATTACK

AIR ATTACK

CHAIN COMBO

Atk L ▶ Atk M ▶ Atk H

Input commands from weakest to strongest (Light > Medium > Heavy) to execute a combo. The order and type of move that results varies depending on the character.

During Simple Play, you can automatically execute a Chain Combo by rapidly pressing the Basic Attack button (p.9).

AIR COMBO

↑ after hitting Sp

Send your opponent in the air and jump after them to execute an air combo.

During Simple Play, you can automatically send the opponent in the air, perform a super jump and execute an air combo by rapidly pressing the Special attack button (p.9).

The following icons represent the controls used during gameplay. See Controls (p.8-9) for the position of each button.

Atk L	Light attack button.
Atk M	Medium attack button.
Atk H	Heavy attack button.
Atk	One of the basic attack buttons.

Sp	Special attack button.
P1 P2	Partner button.
●	Input directional button/left stick in specified direction.

SPECIAL MOVE

Commands vary depending on the character. See p.33-40.

Each character has powerful moves that are unique to that character. These moves can inflict greater damage than normal attacks. In addition, Special Moves can still inflict a little damage even if they are guarded by the opponent.

During Simple Play, some Special Moves can be executed by simply pressing the Special Move button (p.9).

HYPER COMBO

Commands vary depending on the character. See p.33-40.

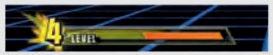
USES 1 OR 3 HYPER COMBO GAUGE BARS

Each character can execute Hyper Combos which can inflict major damage on the opponent.
Execute a Hyper Combo by using one Hyper Combo Gauge bar (or three bars for level 3 Hyper Combos).

During Simple Play, some Hyper Combos can be executed by simply pressing the Hyper Combo button (p.9).

HYPER COMBO GAUGE

Gradually increases when you attack or receive/guard an attack. Up to 5 gauge bars can be accumulated.Once the gauge is full you can use it to execute various attacks, such as Hyper Combos.



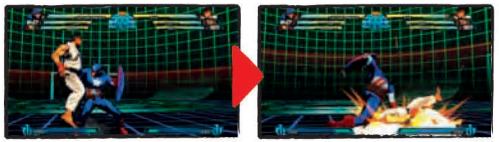
MOVES - OTHER MOVES -

THROW/THROW ESCAPE

or + H near opponent

THROW

Simultaneously press the directional button and the Heavy Attack button while near the opponent. The opponent will be thrown in the direction (left or right) that the directional button was pressed.



THROW ESCAPE

Avoid being thrown by inputting a Throw command immediately before the opponent throws you.

SNAP BACK

+ P1 or P2

USES 1 HYPER COMBO GAUGE BAR

Replace the current opponent with one of the other characters on your opponent's team.
Press the L1 button to switch with Partner 1 of the opposing team.
Press the R1 button to switch with Partner 2 of the opposing team.

GUARD

Standing Guard / Crouching Guard / in air Air Guard

Hold down the directional button in the opposite direction as the opponent to guard yourself from an attack. There are three types of guards; standing, crouching and air. You must be able to use all three, as some attacks can only be guarded by one of the three types.

STANDING GUARD

CROUCHING GUARD

AIR GUARD

ADVANCING GUARD

Ar Ar while guarding — Press two attack buttons simultaneously

Input the command while guarding to push back the opponent and create space. This move is useful for avoiding potentially deadly combos.

TAUNT

SELECT (SELECT)

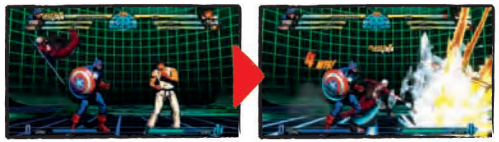
Your character will taunt the opposing character. Taunts do not have any special effects.

MOVES - PARTNER MOVES -

CROSSOVER ASSIST

P1 or P2

Summon an off-screen partner for an assist attack. Your partner will rush on screen to attack the opponent before leaving the screen again.
Crossover Assists differ according to the assist type (p.6).



CROSSOVER ATTACK

Hold down P1 or P2

Summon an off-screen partner to rush on screen with an attack and switch places with the character you are controlling.
Crossover Attacks can be used when a partner is available to assist you.

CROSSOVER COUNTER

→ + P1 or P2 while guarding

USES 1 HYPER COMBO GAUGE BAR

While guarding an opponent's attack, summon an off-screen partner to rush on screen with an assist attack and switch places with the character you are controlling.
The character's body will light up if you successfully execute a Crossover Counter.

TEAM HYPER COMBO

Commands vary depending on the character. See p.33-40.

USES 2 TO 5 HYPER COMBO GAUGE BARS

While you are executing a Hyper Combo, summon an off-screen partner by inputting the command for another Hyper Combo. Your partner will rush on screen with a Hyper Combo and switch places with the character you are controlling.
You can execute Hyper Combos for up to three characters in a row.

FIRST CHARACTER | SECOND CHARACTER | THIRD CHARACTER

CROSSOVER COMBINATION

P1 + P2

USES 2 TO 3 HYPER COMBO GAUGE BARS

Simultaneously execute a Hyper Combo with an off-screen partner. The amount of damage inflicted on the opponent varies considerably depending on the combination of the Hyper Combos.

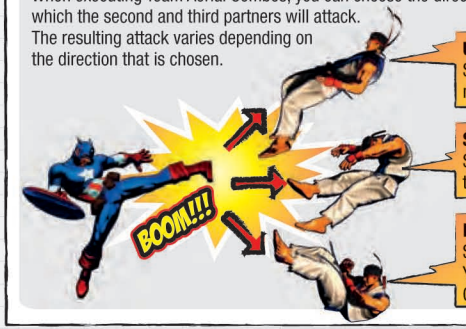
TEAM AERIAL COMBO

↑ or ← or → or ↓ + Sp during an Air Combo hit

Summon off-screen partners to execute three consecutive Air Combos. Team Aerial Combos are effective in instances where you want to inflict major damage to the opponent when you have no bars in your Hyper Combo Gauge. *You cannot use this move if you only have one character.

DIRECTION OF ATTACK

When executing Team Aerial Combos, you can choose the direction (upward, sideways or downward) in which the second and third partners will attack.
The resulting attack varies depending on the direction that is chosen.



Upward (↑ + ⊗ button)
Send the opponent in the air. Inflicts the most damage out of the three.

Sideways (→ + ⊗ button)
Smash the opponent against the edge of the screen. Inflicts mediocre damage.

Downward (↓ + ⊗ button)
Slam the opponent against the ground. You will accumulate one Hyper Combo Gauge if you successfully land the attack.

TEAM AERIAL COUNTER

↑ or ← or → or ↓ + Sp while receiving Air Combo

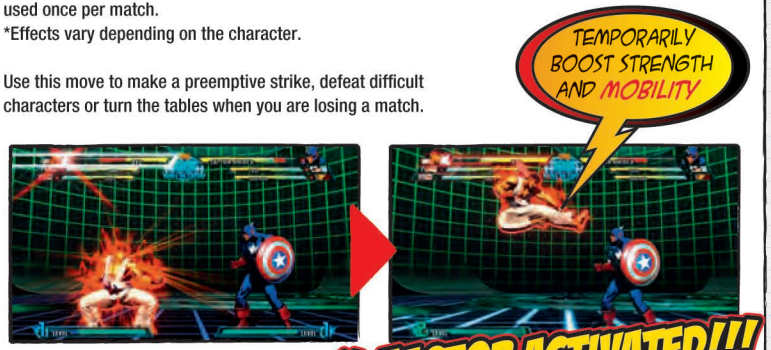
Prevent the opponent from executing a Team Aerial Combo. Input the same command as the opponent when they are switching to the second/third character. If you are successful, the opposing character will go flying.

X-FACTOR

Ar L + Ar M + Ar H + Sp

Temporarily boost strength and mobility to inflict major damage to the opponent. X-Factor can only be used once per match.
*Effects vary depending on the character.

Use this move to make a preemptive strike, defeat difficult characters or turn the tables when you are losing a match.



EFFECT

The effect of X-Factor varies depending on the state of your team.
The fewer fighters left on your team, the greater the effect.

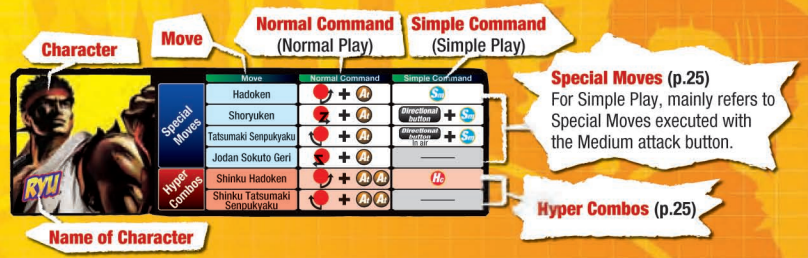
APPEARANCE AND VITALITY GAUGE OF CHARACTERS

When using X-Factor, a red aura envelops the character and a red border appears around the Vitality Gauge. The red border stands for the amount of time the effect will last.

FIGHTERS

COMMAND LIST

The following is a description of the command list for each character.



ICONS

The following is a description of the icons in the command list. Controls for the directional buttons are for characters facing right. Reverse left/right controls for characters facing left.

Icons for Normal Play

At L	Light attack button.
At M	Medium attack button.
At H	Heavy attack button.
At	One of the basic attack buttons (Light, Medium or Heavy).
At Rapidly	Rapidly press one of the basic attack buttons.
At At	Simultaneously press multiple basic attack buttons.
Sp	Special attack button.
→	Press directional button/left stick in the indicated order.
← Hold	Hold down directional button/left stick in the indicated direction.

Icons for Simple Play

Sm	Special Move button.
Hc	Hyper Combo button.
Directional button	Press directional button/left stick in either direction.

Special Moves

Move	Normal Command	Simple Command
Shield Slash	↷ + At	Sm
Charging Star	↶ + At	Directional button + Sm
Stars & Stripes	Z + At	———
Backflip	At + Sp	———

Hyper Combos

Move	Normal Command	Simple Command
Hyper Charging Star	↶ + At At	———
Hyper Stars & Stripes	Z + At At	Hc

Special Moves

Move	Normal Command	Simple Command
Mighty Spark	↷ + At	Sm
Mighty Smash	Z + At	Directional button + Sm
Mighty Strike	Z + At	Directional button + Sm In air
Mighty Hurricane	↻ + At	———

Hyper Combos

Move	Normal Command	Simple Command
Mighty Tornado	↷ + At At	Hc
Mighty Thunder	Z + At At	———

Special Moves

Move	Normal Command	Simple Command
Web Ball	↷ + At	Sm
Spider Sting	Z + At	———
Web Throw	↻ + At	———
Web Swing	Z + At	Directional button + Sm

Hyper Combos

Move	Normal Command	Simple Command
Maximum Spider	↷ + At At	Hc
Crawler Assault	Z + At At	———

Special Moves

Move	Normal Command	Simple Command
Whirlwind	↷ + At	Sm
Double Typhoon	↶ + At	Directional button + Sm
Lightning Attack	Directional button + At + Sp	———
Lightning Sphere	Z In air + At	———

Hyper Combos

Move	Normal Command	Simple Command
Lightning Storm	↷ + At At	Hc
Hail Storm	↶ + At At	———

FIGHTERS

	Move	Normal Command	Simple Command
Special Moves	Hadoken	↓↘→ + Attack	Sm
	Shoryuken	→ ↓↘ + Attack	Directional button + Sm
	Tatsumaki Senpukyaku	↓↙← + Attack	Directional button in air + Sm
	Jodan Sokuto Geri	↓↙← + Attack	———
Hyper Combos	Shinku Hadoken	↓↘→ + Attack Attack	Hc
	Shinku Tatsumaki Senpukyaku	↓↙← + Attack Attack	———

	Move	Normal Command	Simple Command
Special Moves	Hyakuretsukyaku	Attack Rapidly	Sm
	Kikoken	↓↘→ + Attack	Directional button + Sm
	Spinning Bird Kick	Hold ↓ then ↑ + Attack	Directional button in air + Sm
	Tenshokyaku	↓ + Attack	———
Hyper Combos	Kikosho	↓↘→ + Attack Attack	Hc
	Hoyokusen	↓↙← + Attack Attack	———

	Move	Normal Command	Simple Command
Special Moves	Crystal	↓↘→ + Attack M	Sm
	Jet Stream	↓↙← + Attack H	———
	Jam Session	↓ + Attack H	Directional button + Sm
	Killer Bee	In air ↓↙← + Attack L	Sm In air
Hyper Combos	Million Dollars	↓↘→ + Attack Attack	Hc
	Devil Trigger	↓↙← + Attack Attack	———

	Move	Normal Command	Simple Command
Special Moves	Low Voltage	↓↘→ + Attack	Sm
	Trick "Hopscotch"	↓↙← + Attack L	———
	Round-Trip	↓↙← + Attack H	Directional button + Sm
	Switch Sign	(During Round-Trip) ↓ + Attack	———
Hyper Combos	Maximum Voltage	↓↘→ + Attack Attack	Hc
	Round Harvest	↓↙← + Attack Attack	———

	Move	Normal Command	Simple Command
Special Moves	Berserker Barrage	↓↘→ + Attack	Sm
	Tornado Claw	→ ↓↘ + Attack	Directional button + Sm
	Drill Claw	Directional button + Attack + Special	Sm In air
	Berserker Slash	↓↙← + Attack	———
Hyper Combos	Berserker Barrage X	↓↘→ + Attack Attack	———
	Fatal Claw	↓↙← + Attack Attack	Hc

	Move	Normal Command	Simple Command
Special Moves	Trigger Happy	↓↘→ + Attack	Sm
	Quick Work	↓↙← + Attack	Directional button + Sm
	Katana-Rama!	→ + Attack	———
	TELEPORT	← + Attack	———
Hyper Combos	Happy-Happy Trigger	↓↘→ + Attack Attack	Hc
	Cuttin' Time	↓↙← + Attack Attack	———

	Move	Normal Command	Simple Command
Special Moves	Electromagnetic Disruptor	↓↘→ + Attack	Sm
	Magnetic Blast	In air ↓↙← + Attack	———
	Hyper Gravitation	↓↙← + Attack	Directional button + Sm
	Force Field	→ + Attack	———
Hyper Combos	Magnetic Shockwave	↓↘→ + Attack Attack	———
	Magnetic Tempest	↓↙← + Attack Attack	Hc

	Move	Normal Command	Simple Command
Special Moves	Unibeam	↓↘→ + Attack	Sm
	Repulsor Blast	↓↙← + Attack	Directional button + Sm
	Smart Bomb	→ + Attack	Directional button in air + Sm
	Flight	↓↙← + Special	———
Hyper Combos	Proton Cannon	↓↘→ + Attack Attack	Hc
	Angled Proton Cannon	→ + Attack Attack	———

	Move	Normal Command	Simple Command
Special Moves	Thunder Knuckle	↓↘→ + At	Sm
	Burning Kick	↓↙← + At	Sm In air
	Seismic Hammer	↓↘→ + At	Directional button + Sm
	———	———	———
Hyper Combos	Emergency Combination	↓↘→ + At At	Hc
	Burst Time	↓↙← + At At	———

	Move	Normal Command	Simple Command
Special Moves	Voomerang	↓↘→ + At	Sm
	Shocking Pink	↓↙← + At	———
	Red Hot Kick	↓↙← In air + At	Directional button In air + Sm
	Groovy Uppercut	↓↘→ + At	Directional button + Sm
Hyper Combos	Desperado	↓↘→ + At At	Hc
	Viewtiful God Hand	↓↙← + At At	———

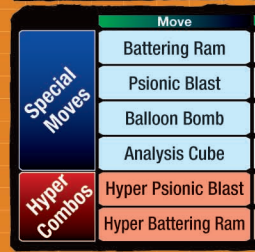
	Move	Normal Command	Simple Command
Special Moves	Wire Grapple	↓↘→ + At	Sm
	Jaw Breaker	↓↘→ + At	Directional button + Sm
	Armor Piercer	↓↘→ + Sp	———
	———	———	———
Hyper Combos	Bionic Maneuvers	↓↘→ + At At	Hc
	Bionic Lancer	↓↙← + At At	———

	Move	Normal Command	Simple Command
Special Moves	Power Slash	↓↘→ + At	———
	Head Charge	↓↙← In air + At	Sm In air
	Weapon Change	↓ ↓ + At	Sm
	Solar Flare	(With Solar Flare) ↓↘→ + At H	———
Hyper Combos	Okami Shuffle	↓↘→ + At At	Hc
	Vale of Mist	↓↙← + At At	———

	Move	Normal Command	Simple Command
Special Moves	Plasma Beam	↓↘→ + At	Sm
	Photon Shot	↓↙← + At	Directional button + Sm
	Molecular Shield	↓↘→ + At	———
	———	———	———
Hyper Combos	Photon Array	↓↙← + At At	Hc
	Sphere Flame	↓↘→ + At At	———

	Move	Normal Command	Simple Command
Special Moves	Dark Spell:Destruction	↓↙← + At L	Directional button + Sm
	Dark Spell:Creation	↓↙← + At M	———
	Liberation	↓↙← + At H	———
	Dark Hole	↓↘→ + At	Sm
	Purification	↓↘→ + At	———
Hyper Combos	Chaotic Flame	↓↘→ + At At	Hc
	Stalking Flare	↓↙← + At At	———

	Move	Normal Command	Simple Command
Special Moves	Orbital Grudge	↓↘→ + At	Sm
	Tenderizer	At Rapidly	Sm In air
	Elastic Slam	↓↘→ + At	Directional button + Sm
	Meteor Smash	↓↘→ + At	———
Hyper Combos	Skrull Torch	↓↘→ + At At	Hc
	Inferno	↓↙← + At At	———



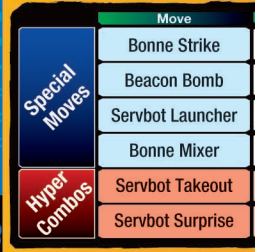
	Move	Normal Command	Simple Command
Special Moves	Battering Ram	Directional button + At + Sp	Directional button In air + Sm
	Psionic Blast	↓↘→ + At	Sm
	Balloon Bomb	↓↙← + At	———
	Analysis Cube	↓↘→ + At	Directional button + Sm
Hyper Combos	Hyper Psionic Blast	↓↘→ + At At	Hc
	Hyper Battering Ram	↓↙← + At At	———

FIGHTERS

	Move	Normal Command	Simple Command
Special Moves	Gun Fire	↻ + Ar	Sm
	Grenade Toss	↓ + Ar	Directional button + Sm
	Combination Punch	↺ + Ar	———
	———	———	———
Hyper Combos	Grenade Launcher	↻ + Ar Ar	Hc
	Sweep Combo	↓ + Ar Ar	———

	Move	Normal Command	Simple Command
Special Moves	Cobra Strike	↻ + Ar L	———
	Jaguar Dash	↻ + Ar H	Sm
	Tiger Uppercut	→ + Ar	Directional button + Sm
	Phantom Move	↓ + Ar	Sm In air
Hyper Combos	Phantom Dance	↻ + Ar Ar	Hc
	Rhino Charge	↺ + Ar Ar	———

	Move	Normal Command	Simple Command
Special Moves	Hadangeki	↻ + Ar	Sm
	Ryuenjin	↓ + Ar	Directional button + Sm
	Sentsuizan	↺ In air + Ar	Sm In air
	Raikousen	↓ In air + Ar	Directional button In air + Sm
Hyper Combos	Rekkoha	↻ + Ar Ar	Hc
	Sougenmu	↺ + Ar Ar	———



	Move	Normal Command	Simple Command
Special Moves	Bonne Strike	→ + Ar	Directional button + Sm
	Beacon Bomb	↻ + Ar	Sm
	Servbot Launcher	↓ + Ar	———
	Bonne Mixer	↺ + Ar	———
Hyper Combos	Servbot Takeout	↻ + Ar Ar	Hc
	Servbot Surprise	↓ + Ar Ar	———

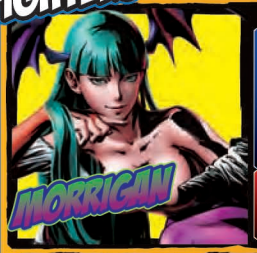
	Move	Normal Command	Simple Command
Special Moves	TK Shot	↻ + Ar	Sm
	TK Trap	↺ + Ar	———
	TK Overdrive	↓ + Ar	Directional button + Sm
	Teleportation	→ + Ar	Directional button In air + Sm
Hyper Combos	Phoenix Rage	↻ + Ar Ar	Hc
	Healing Field	↺ + Ar Ar	———

	Move	Normal Command	Simple Command
Special Moves	Neck Slice	↻ + Ar L	———
	Ankle Slice	↻ + Ar M	Sm
	Crescent Scythe	↓ + Ar	Directional button + Sm
	Talon Attack	↺ In air + Ar	Sm In air
Hyper Combos	Rage Trigger	↻ + Ar Ar	Hc
	Weapon X Prime	↓ + Ar Ar	———

	Move	Normal Command	Simple Command
Special Moves	Gamma Wave	← Hold → + Ar	Sm
	Gamma Charge	↻ + Ar	Directional button + Sm
	Gamma Charge (anti-air)	↓ + Ar	———
	Gamma Tornado	↺ + Ar	———
Hyper Combos	Gamma Tsunami	↻ + Ar Ar	———
	Gamma Crush	↺ + Ar Ar	Hc

	Move	Normal Command	Simple Command
Special Moves	Heavy Strike	↻ + Ar	———
	Somersault Kick	↓ + Ar	Sm
	Runner's Start	↓ ↓ + Sp	———
	Clothesline	(After Runner's Start) → + Ar M	Directional button + Sm
Hyper Combos	Emerald Cannon	↻ + Ar Ar	Hc
	Taking out the Trash	↓ + Ar Ar	———

FIGHTERS



	Move	Normal Command	Simple Command
Special Moves	Soul Fist	↻ + At	Sm
	Shadow Blade	↙ + At	Directional button + Sm
	Vector Drain	↻ + At	———
	———	———	———
Hyper Combos	Finishing Shower	↻ + At At	Hc
	Shadow Servant	↙ + At At	———

	Move	Normal Command	Simple Command
Special Moves	Rolling Buckler	↻ + At	Directional button + Sm
	Cat Spike	↙ + At	———
	Delta Kick	↘ + At	———
	Sand Splash	Hold ← → + At	Sm
Hyper Combos	Dancing Flash	↻ + At At	Hc
	Kitty's Helper	↙ + At At	———

	Move	Normal Command	Simple Command
Special Moves	Lance Toss	↻ + At M	Sm
	Fire Bottle Toss	↺ + At L	———
	Ax Toss	↺ + At M	Directional button + Sm
	Heavenly Slash	↙ + At M	———
Hyper Combos	Goddess' Bracelet	↻ + At At	———
	Golden Armor	↺ + At At	Hc

	Move	Normal Command	Simple Command
Special Moves	Violent Axe	↻ + At	———
	Hoodlum Launcher	↙ + At	———
	Flying Piledriver	↻ + At	Directional button + Sm
	Double Lariat	At + Sp	Sm
Hyper Combos	Rapid Fire Fist	↻ + At At	———
	Giant Haggar Press	↙ + At At	Hc

WARRANTY

90-DAY LIMITED WARRANTY

CAPCOM ENTERTAINMENT, INC.
("CAPCOM") warrants to the original consumer that this game card from CAPCOM shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, CAPCOM will replace the game card free of charge.

To receive this warranty service:
1. Notify the CAPCOM Consumer Service Department of the problem requiring warranty service by calling (650) 350-6700. Our Consumer Service Department is in operation from 8:30 a.m. to 5:00 p.m. Pacific Time, Monday through Friday.

2. If the CAPCOM service technician is unable to solve the problem by phone, he/she will instruct you to return the game card to CAPCOM freight prepaid at your own risk of damage or delivery. We recommend sending your game card certified mail. Please include your sales slip or similar proof of purchase within the 90-day warranty period to:

CAPCOM ENTERTAINMENT, INC.
Consumer Service Department
800 Concar Drive, Suite 300
San Mateo, CA 94402-2649

This warranty shall not apply if the game card has been damaged by negligence, accident, unreasonable use, modification, tampering or by other causes unrelated to defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY

If the game card develops a problem after the 90-day warranty period, you may contact the CAPCOM Consumer Service Department at the phone number noted previously. If the CAPCOM service technician is unable to solve the problem by phone, he/she may instruct you to return the defective game card to CAPCOM freight prepaid at your own risk of damage or delivery, enclosing a check or money order for $20.00 (U.S. funds) payable to CAPCOM. We recommend sending your game card certified mail. CAPCOM will replace the game card subject to the conditions above. If replacement game cards are not available, the defective product will be returned to you and the $20.00 payment refunded.

WARRANTY LIMITATIONS

ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY DISCLAIMED. IN NO EVENT SHALL CAPCOM BE LIABLE FOR SPECIAL, INDIRECT, CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States and Canada only. Some states and provinces do not allow limitations on how long an implied warranty lasts or exclusions of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may have other rights, which vary from state to state or province to province.

ESRB RATING

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at www.esrb.org.

CAPCOM®

CAPCOM ENTERTAINMENT, INC.,
800 Concar Drive Suite 300,
San Mateo CA 94402-2649.

TM & © 2011 Marvel Entertainment, LLC and its subsidiaries. Licensed by Marvel Characters B.V. www.marvel.com. All rights reserved.

©CAPCOM CO., LTD. 2011, ©CAPCOM U.S.A., INC. 2011 ALL RIGHTS RESERVED.

Font Design by Fontworks Inc.

"PlayStation", "DUALSHOCK" and "SIXAXIS" are registered trademarks and "PS3" and the PlayStation Network logo are trademarks of Sony Computer Entertainment Inc.